



ETERNAL POISON

Librum Aurora



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⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

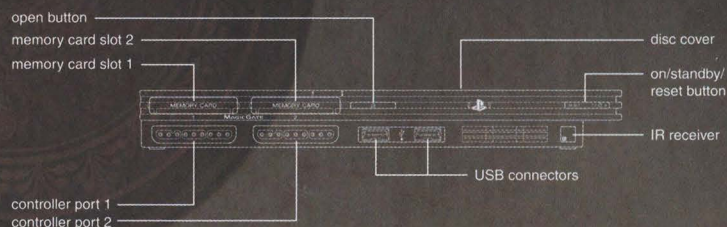
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the ETERNAL POISON disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

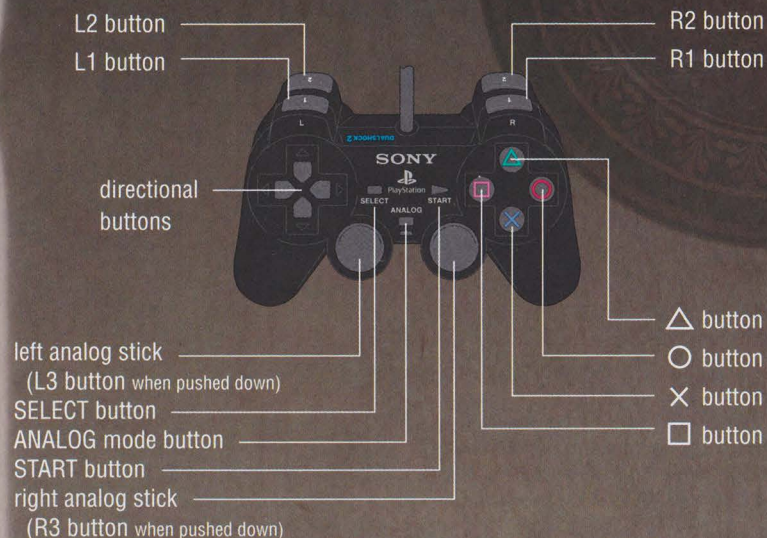
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

GAME TIPS

- Hold R1 and buttons to speed up event scenes.
- Push the START, SELECT, L1, L2, R1, and R2 buttons at the same time to reset the game.
- This game is adapted to the analog/vibration modes on the analog controller (DUALSHOCK®2). You can change the vibration settings in the "OPTIONS" menu.
- Switching from analog to digital with the ANALOG mode button is disabled. It will always be in analog mode (the mode indicator will be red).

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



directional buttons	Move characters, move cursor
X button	Confirm
O button	Cancel
triangle button	Display Status Screen
square button	unused
SELECT button	Skip battle conversations
START button	Display the System Menu
L1 button	Scroll through friendly units
R1 button	Scroll through friendly units
L2 button	Rotate the screen 90° to the left
R2 button	Rotate the screen 90° to the right
L3 button	unused
R3 button	Toggle camera zoom

Of all the nations ever to rise and fall in the world of Alea, the grandest and most powerful was Valdia. The Kingdom of Valdia has stood for over a thousand years, and even its most recent monarchs can trace their bloodline back to the kings of old.

The Church of Valdia has always had a strong influence over the kingdom and has helped guide the kings since ancient times, but centuries ago, a new religion emerged within: the Church of Stag, which embraced a plurality of gods and goddesses. While Valdians recognize the existence of such beings, they embrace only Holy Atona as the one true Goddess. Fearing the new religion would weaken the Kingdom of Valdia, all followers of Stag were persecuted and forcibly exiled to the southern provinces.

The Valdian Knights, the kingdom's elite military force, was trained to protect the homeland and all who dwell within its borders. According to tradition, their leader, the Valdian Commander, is given the honor of marrying into the royal family and one day ascending the throne.

Our story begins not long after the announcement that young Commander Olifen will marry Princess Lenarshe. However, shortly after the betrothal, the Princess disappeared...

In another part of the kingdom, the demonic realm of Besek had mysteriously appeared. Besek is home to the creatures known as Majin, who have been a constant terror to the men and women of Alea.

King Valdus stands humbly before his people and issues the decree:

"The Majin have captured my beloved daughter. Please, no matter who you are, where you are from, or what religion you follow... Valdia needs you. Whoever rescues the Princess from Besek will be granted anything their heart desires."

And so, our story begins...

Thage

THAGE

A mysterious girl with considerable powers. She has entered Besek in search of the Eternal Poison.

RETICA

A young boy who enters Besek on a revenge mission. He is forced to join Thage's group against his will.

RAKI

A wise Majin and Thage's servant. His full name is Ranunculus.

LOGUE

A knight and Olifen's childhood friend.

OLIFEN

The newly appointed Commander of the Valdian Knights. He has entered Besek in hopes of rescuing his betrothed, Princess Lenarshe.

MARIE

A spirited and somewhat liberal priest from the Church of Valdia.

LEVATTE

A virtuous young priest. He is a likely candidate to become the next Pope.



ASHLEY

A strong-willed Protector of the Faith from the Church of Valdia. Pope Renart XIV has ordered her group to enter Besek and investigate its secrets, but she secretly has aims of locating her mentor, Master Leto.

GLYNNE

Ashley's childhood friend and a fellow Protector of the Faith.

REYNA

A Protector with an unknown past who was ordered to join Ashley's group.



RONDEMION

A wandering mercenary. He shares his name with the Hero of Legend, who is said to have died while slaying the Majin named Morpheus.

ERIEL

A young girl whom Rondemion saved from a Majin attack. She is her village's sole survivor.

DUPHASTON

A charming, young aristocrat. He offers his assistance to anyone who ventures into Besek, but he may have some motives of his own...

POPE RENART XIV

The head of the Church of Valdia. He is curious what secrets lay hidden within Besek, but his position prevents him from publicly supporting an expedition into the Majin's realm.

KING VALDUS

The ruler of Valdia. He took the throne and adopted the honorary surname "Valdus" 25 years ago. He is grief-stricken due to the Majin having kidnapped his daughter.


HIGH PRIEST LETO

A well-respected priest and Ashley's mentor. Leto and those loyal to him have begun forming a new sect within the Church of Valdia, seeking reforms. Recently, Leto has disappeared while investigating Besek.

PRINCESS LENARSHE

The heir to the throne of Valdia. Shortly after her engagement to Commander Olifen, she was kidnapped by Majin.

Starting a New Game

When starting a new game, the opening movie and an informative tutorial will help you get acclimated to the world of Eternal Poison. Press the  button to skip the opening movie.



Tutorial

The Tutorial helps to familiarize the player with the gameplay. Follow the commands to learn how to battle successfully (more on battles on p.14).

Learning the strategies explained in the Tutorial may be the only thing that can keep you alive in Besek...



Choosing a Tale

Upon playing for the first time, you will be asked to select a character. Each character's tale features a different party and storyline, and as you journey deeper into Besek, you may find that paths cross between characters from different tales.

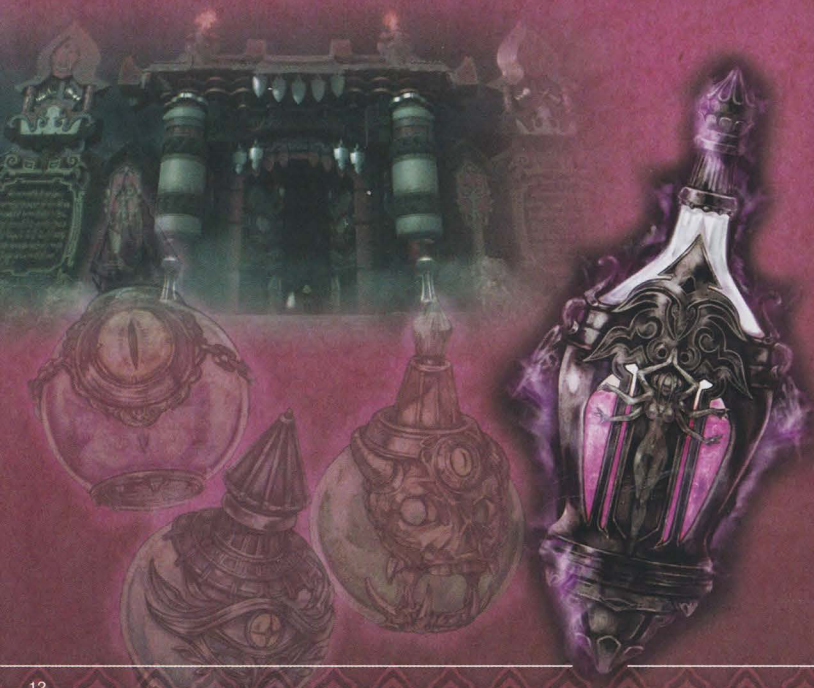
There may also be other tales to unlock...



The Majin realm of Besek mysteriously appeared in the world of Alea. No one knows what it is or how it came to the human world. In the ancient scriptures, it is said that the Eternal Poison lies within the depths of Besek. There are many legends surrounding the Eternal Poison...

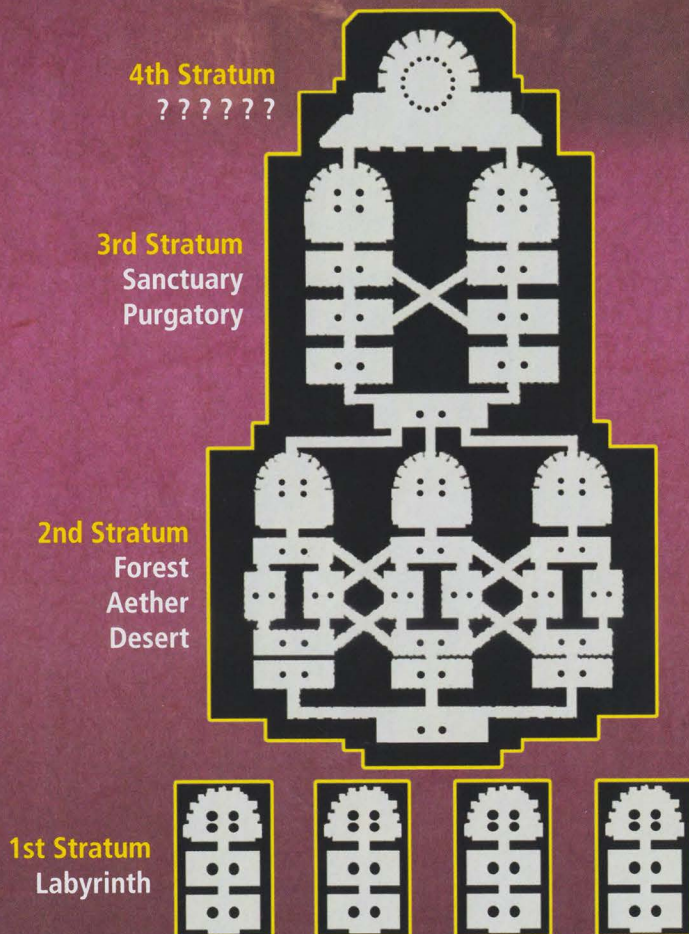
The Church of Valdia believes it will grant the wishes of he who finds it...
The Church of Stag believes it will grant the bearer power beyond his imagination...

Is it a gift from the gods? Or is it something else entirely...?



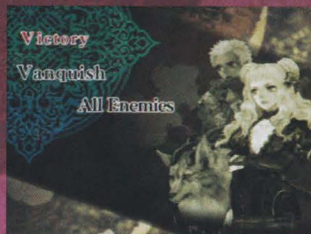
THE CROSSROADS

Besek boasts many paths to choose from as you travel deeper inside. Your choices will affect the storyline and the challenges you will face, so consider all available routes carefully when presented with such a decision. In between battlefields, you can return to town (see p.34).



Battle Flow

Before starting the battle, you can view information about the battlefield and the conditions for victory and defeat. You will then be given the opportunity to select which characters you will take with you.



VICTORY

Return to town and make preparations for the next battle.



DEFEAT

Return to the Title Screen.

CONDITIONS

Make sure you look closely at the victory and defeat conditions because they are not always the same. Take these conditions into account when selecting your party.

ROSTER

Check the status of characters who are available for battle.

BATTLE / TURN ORDER

Engage the enemy in combat. The images at the bottom of the screen are your guide to the turn order. Pay attention to this, but be warned: there are skills which can modify a character's turn order unexpectedly.

Character Roster

This screen is where you prepare your characters for battle.



Deploy



Choose the characters and Majin who will be used in the upcoming battle. Place the cursor on units and push the button to add or remove them. Generally, the main characters of a particular story will be mandatory, so they will not be affected by this function.

Press the button to access the Majin Roster. Use the same method to choose those units as well. Please note that larger Majin will take up two character slots in your party's numbers.

The button allows for the placement of units on the battlefield. When completed, push the button again to return to the Roster. You must do this to begin the battle!

ICONS


- A ENTRY** units which must enter battle
- B ENTRY** units which have been selected to enter battle
- C NOTHING** units which will not enter battle

Equipment

Equip weapons, armor, and accessories.



View Map

View the layout of the battlefield. Push the  button while highlighting any unit with the cursor to view a unit's stats.



Lexicon

Review the stats of previously encountered Majin.

Options

Change the gameplay settings.



Save & Load

Save your current game or load previously saved data. Saving before battle allows the player to restart in the case of an unfortunate game over.

A memory card (8MB)(for PlayStation®2) with more than 475KB of free space is needed in MEMORY CARD slot 1 in order to save game data.

About shared save data...

Some data is shared between different tales. This includes items sold at the shop and contents of the Majin Lexicon. All accessible save data will be updated with this information when an individual save data is updated, so it is advised to keep all saves on the same memory card.

Start

Begin the battle.



Battle Interface



- A... **CURSOR** Use this to interact with your units and the battlefield.
- B... **FRIENDLY UNIT** They have a **blue** ring around them.
- C... **ENEMY UNIT** They have a **red** ring around them.
- D... **TURN ORDER LIST** This displays the order in which units will become active.
- E... **TERRAIN ELEVATION** This affects movement and ability ranges.
- F... **COMMAND MENU** This is a list of actions which can be taken.
- G... **CURRENT PP (Poison Points)** This affects your ability to summon Majin in battle.

When your units become active, highlight them with the cursor and press the button to open the Command Menu.

The Command Menu

MOVE

A unit's movement radius is indicated by blue squares. After moving, a unit may make an action, such as attacking or casting a spell.

**ATTACK**

A unit's attack radius is indicated by red squares. Different weapons have different ranges (see p.32).

**SKILL**

There are a variety of spells, skills, and summons your units can unleash. Use the directional buttons to select an ability. Its radius is indicated with green squares. Be aware that each ability has a different number of uses (see p.23).

LEAD

This command is only available to the party's Leader (i.e. the main character of the tale). Each of their turns, your units may move and make one action: an attack or a skill. If one of your units selects "WAIT" before performing both of these commands, however, he or she may save the remaining command(s) until the Leader's turn.



Use "ACTION" to make use of any remaining movements or actions from the rest of the party members. This is useful in coordinating your efforts so no unit is left behind or outnumbered.

Use "COMBO" to launch a combined attack against a single target.

The Command Menu

OPEN

This allows a unit to open a treasure chest and obtain its contents.



CAP

Use this to capture an enemy. The character must be adjacent to the Majin, and the Majin must be in an Overkill state (see p.24).

RETURN

Use this command to remove one of your summoned Majin from the field. This can be helpful in avoiding unnecessary Majin casualties.



ITEM

Items have a number of useful benefits, and all party members share the same inventory.



STATUS

Check the status of your units (see p.29).

WAIT

This command allows your units to end their turns and wait for their next chance to act. If "WAIT" is selected before a unit has moved and/or made an action, the remaining commands can be saved until the Leader's turn and accessed by selecting the "LEAD" command.



※ Selecting "WAIT" will also give you the option of choosing which direction the unit will face. Be aware that attacks from the side and from behind deal more damage than attacks from the front.

SKILLS

In addition to the skills they begin with, your characters will learn skills as they gain levels, and they can even extract skills from the Majin. The skills that are extracted from Majin can be placed onto pieces of equipment and then wielded by the wearer. This is done at the Uzaporium (see p.36). There are three types of skills: passive, active, and magic.

Passive

These continually provide a benefit to the character and do not require activation. They include such abilities as increased evasion or added elemental affinities.



Active

Active skills are used during combat at the expense of a character's action. Active skills you have extracted from Majin and added to a weapon or armor will typically affect that item and the character using it.

Many active skills can add status effects to an opponent or enhance the elemental affinity of an attack.



Magic

If extracted magic skills are put onto equipment, characters wielding those items will be allowed to cast those spells in combat. There are three types of magic:

Offensive magic damages enemies.

Healing magic restores allies.

Support magic causes various positive or negative effects.



There is no "mana" pool in Eternal Poison. Instead, each skill has a limited number of uses per battle. The number of times a skill can be used is displayed on the right of the skill name.

07:02+05

Total number of uses

Number of uses due to character's equipment

Number of uses due to character's innate abilities

A skill's range of effect can be seen in its description. If it reads "(Range:4 ↑:2 ↓:5)," that means it will reach four squares away, horizontally. The arrows refer to the vertical range of the skill. In this case, it can go up a height of two or down a height of five. So if an enemy is only two squares away from you, but he is standing on a cliff that has a height of three, you will not be able to target him.

**Some skills require a character to wield a specific type of weapon, so plan ahead!*

Although the Majin you meet inside Besek will be hostile, they can be captured and used for a number of beneficial purposes.

Enemy Majin

Each Majin has different stats and types of attacks. Master Majin are stronger and more intelligent than most Majin. The stronger Majin can also speak human languages, while the weaker ones may have more rudimentary speaking skills. Learning to exploit a Majin's weaknesses in battle will make your travels much easier.

Every Majin you encounter will be added to the Majin Lexicon. Many Majin have a few different variations, each of different levels. Majin of different levels have different stats and yield different items, skills, etc. when taken to the Traviata House (see p.37). If you can complete every entry in the Majin Lexicon, you might be rewarded...



Capturing a Majin

When a Majin is damaged beyond its Overkill HP, it will become Bound. Bound Majin can be captured simply by moving next to them and selecting the "CAP" command.



A Majin ally cannot capture another Majin.

Summoning a Majin

Using your characters' summon skills, you can call a captured Majin to fight at your side. They are controlled just like any other unit in your party. Choosing the "RETURN" command will unsummon the Majin from the field.

In order for them to be available for battle, go to the Traviata House and use the "Set Majin" menu option (see p.38). Also, each Majin has a "Turn" and a "Cost" for summoning. "Turn" refers to the number of turns before a Majin will be unsummoned automatically. "Cost" refers to the amount of PP (Poison Points) that will be expended each turn during which the Majin is on the field. PP can be gained by defeating Majin or by extracting it from captured Majin at the Traviata House.



Majin Extraction

At the Traviata House, a captured Majin can also be sold or converted into skills. While in Besek, it is important not only to defeat Majin but also to capture as many as possible and use them to your advantage.



Types of Majin

There are five types of Majin, and each have unique characteristics.

STARVING	Weak against strike attacks but strong against slash and pierce attacks.
WRETCHED	Strong against physical attacks but weak against magic. Good at performing status altering attacks.
HOWLING	Beasts of land and sea are represented in this type. Many are weak against magic.
DREADFUL	Excel at Air magic but weak against pierce attacks. Many have the ability to fly.
INFERNAL	Majin who rule over other dimensions.

Large Majin

There exist Majin of unusual size, who occupy more than one space on the battlefield. They cannot be captured with normal methods. Instead, two of your units must surround them either in a flanking formation (an L shape) or a pincer formation (one on each side).



Demon Auras

The most powerful of Majin are protected by a barrier called a Demon Aura, which can only be broken by a specific kind of attack. While a Demon Aura remains intact, no attacks will be successful, so it is vital that you discover its weakness as soon as possible.



Gallery

CAPRUS

KING BELLION

AETHON




MORPHEUS

JADE SYLPH








AFFINITIES

Your characters' equipment and skills can have various attributes assigned to them. Damage dealt in combat is determined based on the attributes of the attack and whether the target is strong or weak against such attributes.

Physical Attributes

SLASH		Swords, Greatswords, and Claws.
STRIKE		Hammers, Maces, Axes, Librums, Staves, Punches, and Kicks.
PIERCE		Rapiers, Spears, Shortbows, Longbows, and Needles.

Elemental Attributes

	PYRO FIRE	These abilities have considerable ATK power.
	AQUA WATER	These abilities may inflict Chill status or have healing properties.
	TERRA EARTH	These abilities may inflict Fracture status or raise a character's DEF.
	AERO AIR	These abilities may inflict Bleed status, raise a character's SPD, or heal mental status effects.
	MALUS DARK	These abilities may inflict various mental status effects.
	SACRA LIGHT	These abilities may restore health, heal status effects, or raise MDF.
	META NEUTRAL	These abilities are independent of other elemental affinities and are therefore often used by powerful Majin.

Affinities are displayed as a percentage, with negative numbers denoting a weakness against that attribute. -100% means that damage will be doubled. 0% means that damage will not be affected. 100% means that damage will be reduced to zero. Anything higher than 100% means that the ability will be reflected back to the attacker.

STATUS

The Status Screen



- LEVEL** — A numerical representation of the character's overall strength. The max is 30.
- NAME AND CLASS** — The character's name and role in battle.
- HP** — The character's Hit Points. When this reaches 0, the character is removed from battle.
- EXP / NEXT** — The character's current Experience and how much more is needed to gain a level.
- M-TYPE** — The character's movement type.
- EQUIP / SKILL** — The character's current equipment and skills.
- STATS:**
 - ATK** (Attack) — Damage inflicted in combat.
 - STR** (Strength) — Affects ATK.
 - DEF** (Defense) — Resistance to physical attacks.
 - VIT** (Vitality) — Affects DEF and HP.
 - MDF** (Magic Defense) — Resistance to magic attacks.
 - INT** (Intelligence) — Damage inflicted from spells.
 - MND** (Mind) — Affects MDF.
 - SPD** (Speed) — How fast a character's turn comes.
- MAGIC AFFINITIES** — Resistance to different elemental attacks.
- MELEE AFFINITIES** — Resistance to different types of physical attacks.

Additionally, you will see icons indicating a character's chance of evading attacks, countering attacks, and performing critical attacks. These icons are as follows:

EVADE



COUNTER



CRITICAL












STATUS

Some attacks can inflict abnormal status effects on the target.








Each status effect has a different duration before it will automatically be removed from the target. If the same status effect is inflicted multiple times on the same target, the duration will be increased accordingly. However, the bonuses or penalties inflicted because of the status effect will not "stack."

Physical Status Effects



BLEED		Every time the unit moves, makes an action, or is attacked, he or she will lose 5%-10% HP.
FRACTURE		Physical attack and defense are no longer modified by STR and VIT, and all movement penalties from equipment are doubled.
DISEASE		Base stats are reduced by 30%, all healing is reduced by 50%, and abilities like evasion, counter, and critical hit will occur 50% less often.
SLOW		SPD and Movement are reduced by 50%, but abilities like evasion, counter, and critical hit will not be affected.
CHILL		SPD is reduced to 1, and physical affinities are set to: Slash 30% Strike -100% Pierce 50%
DEFENSE		Resistance towards physical attacks is increased by 25%.
SHIELD		The next physical attack is nullified.
HASTE		SPD is increased by 30%.
REGENERATE		20% HP is restored each turn.



Mental Status Effects

SLEEP		The unit is unable to act, and all attacks made against the unit will automatically be critical hits. After being attacked, the unit will wake up.
FEAR		The unit may only select "MOVE" during turns. When attacked, the unit cannot counter.
CONFUSE		The unit cannot be controlled and will perform random attacks on enemies and allies alike.
SEAL		Unable to use skills.
CURSE		All passive skill effects are nullified, and active skills cannot be activated. All opponents' evade, counter, and critical hit abilities will take effect 100% of the time.
MAGIC DEF		All elemental resistances are increased by 25%.
MAGIC SHIELD		The next magic attack is nullified.

Majin-Specific Status Effects

BIND		Majin who are damaged past their Overkill HP will be Bound and are able to be captured using the "CAP" command. Attacking the Majin will remove this status, and some Majin can break their brethren out of this state.
DEMON AURA		Nullifies all damage to the Majin, until the status is removed. Each Demon Aura has a different weakness.

EQUIPMENT

Your characters may equip up to three weapons, one armor, and two accessories. Note that there may be a level requirement to be met before a character can equip some items.

Weapons

Weapons

	TYPE	RANGE	DESCRIPTION
Sword	Slash	1	Can hold many skills and does not slow down turn order much.
Greatsword	Slash	1	Very powerful but greatly affects turn order.
Rapier	Pierce	1	Not very powerful but can hold many skills and has the least effect on turn order.
Axe	Strike	1	Powerful but has a slight affect on turn order.
Mace	Strike	1	Moderately powerful but has a slight affect on turn order.
Hammer	Strike	1	Very powerful but greatly affects turn order.
Spear	Pierce	1-2	Able to attack farther than other melee weapons.
Shortbow	Pierce	2-4	Smaller range and less powerful than a longbow but can hold more skills and slows down turn order less.
Longbow	Pierce	2-5	Farther range and stronger than a shortbow but has a greater effect on turn order.
Librum	Strike	1	Works especially well with Fire, Air, and Dark spells.
Staff	Strike	1	Works especially well with Water, Earth, and Light spells.

Armor

	DESCRIPTION
Light Armor	Low defense and low resistance to physical attacks but has higher movement and can hold many skills.
Medium Armor	Higher defense and resistance than light armor and can hold an average amount of skills.
Heavy Armor	Highest defense and very resistant to slash and pierce attacks but will slow the wearer down considerably.
Robes	Lowest physical defense but has the highest magic defense and can hold healing and support magic skills.

Accessories

	DESCRIPTION
Helms	Increase resistance to physical attacks.
Hats	Increase INT and MND.
Necklaces	Increase HP and nullifies status effects.
Rings	Increase various parameters and resistance to magic.
Gloves	Increase probability of critical attacks and counters, as well as resistance to physical attacks.
Boots	Increase range of movement and turn order.

Additional Information

In the above charts, the descriptions reflect trends and tendencies among all items of that type. Each weapon is unique, and not all items of a given type will follow the descriptions completely.

With the exception of rings, a character may not equip two accessories that cover the same part of the body.

Equipment cannot be changed during battle. Choose your weapons wisely so that the skills you need are available for use.

Before becoming available in battle, items must be transferred to the party's inventory while in town.

If you sell equipment that has skills set to it, it is classified as an "Heirloom." Uzakori holds onto the 50 most recent Heirlooms that are sold to him in case other adventurers find a use for them...

ISAPOLIS

In between maps, your party will use the town of Isapolis to resupply and prepare for the next battle. You can also discover useful information and recruit new party members while in town.



Twilight's Rest

As your base of operations, Twilight's Rest is where you will go to save the game, customize your characters' inventory, and speak with refugees you have saved from within Besek. Refugees may give you important information and even rare items, so be sure to visit with them in between each battle!



Twilight's Rest Menu

● STATUS

Check the condition of your party members.

● ITEMS

Choose which items the party will take into battle.

● EQUIP

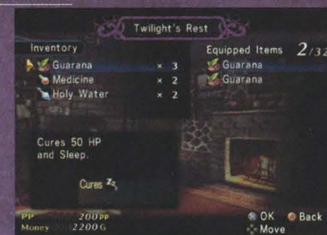
Equip weapons and armor on your allies.

● LEXICON

Review the stats of previously encountered Majin.

● VISIT

Spend time with the growing number of refugees. Keep up a relationship with each one by talking to them as often as possible, and they might reward you for your companionship...



● OPTIONS

Change the gameplay settings.

● SAVE & LOAD

Save your current game or load previously saved data.

● EXIT

Return to town.

The Uzaporium

Uzakori stocks the Uzaporium with an assortment of weapons and armor, but he only has a limited supply of some items. He will also purchase your old gear when you no longer have any use for it.



Select either "Buy" or "Sell" to make a transaction, and then choose an item category. You may also equip your purchases by selecting the "Equip" command.

Heirlooms

Weapons and armor with skills attached are considered "Heirlooms." The Uzaporium will stock the most recent 50 of these which you have sold, thus allowing them to be purchased by other characters in another tale.

Setting Skills

Skills extracted from Majin can be placed onto equipment using the "Set Skills" command. To acquire new skills, you must visit the Traviata House with your captured Majin (see p.37).

The Libertine

Iryth the barkeep runs the Libertine Pub, which functions as a resting place for adventurers and a hub of information. The barkeep has many stories to tell, but she is also known for her crafty mini-games. Give them a try when you're in town, and you may unlock something in the Gallery.



Traviata House

Archaya is the owner of the Traviata House, home to all things Majin. She can tell you a great deal about the creatures you capture.

- PP:** The amount of Poison Points that can be extracted from this Majin.
- Skill:** The skill that can be extracted.
- Item:** The item that can be purchased when you sell this Majin to Archaya.
- Required:** The total number of Majin that must be sold to unlock that Majin's item.
- Sell:** The selling price.
- Buy:** The buying price.



* Before extraction, unknown entries will be displayed as "???".

Extract PP

Use this command to sacrifice a Majin and extract PP. You can extract greater amounts PP from a captured Majin than you can from defeating one in battle.



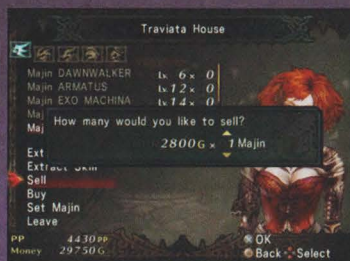
Extract Skill

Use this command to sacrifice a Majin and extract skills. These skills can then be set onto weapons and armor.



Sell

Use this command to sell a Majin for money. You can usually earn more money from selling a Majin to Archaya than you can from defeating it in battle. Also, once you have sold the required amount of a Majin, a new item will be available for purchase at the Uzaporium.



Buy

Use this command to purchase a Majin. This only becomes available once you have extracted PP, extracted a skill, and sold the required number to Archaya (in other words, when there are no more "???" entries in the list).

Set Majin

Use this command to set which Majin can be taken into battle. After a Majin has been set, they will show up on the roster before battle.



Leave

Return to town.

Track List

- | | |
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| 01 | The Demon Cauldron |
| 02 | Stolen Princess |
| 03 | Dark Omens |
| 04 | Confrontation |
| 05 | The Edge |
| 06 | Veil of Mystery |
| 07 | Reminiscence |
| 08 | The Fate of the Kingdom |
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| 22 | Grand Design |
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| 24 | The Libertine |
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